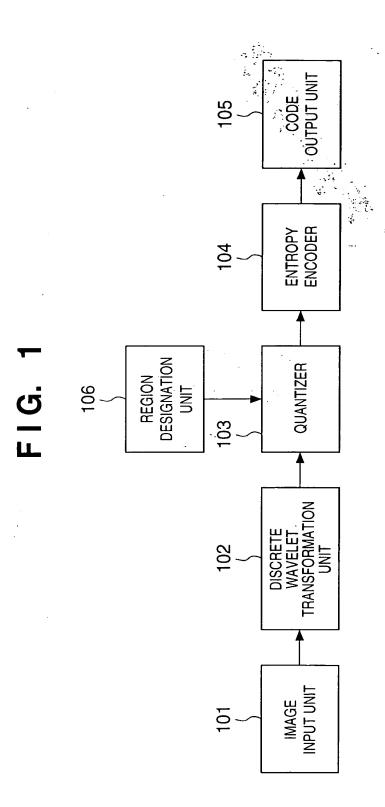


.3].



2/20

FIG. 2A

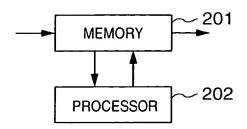


FIG. 2B

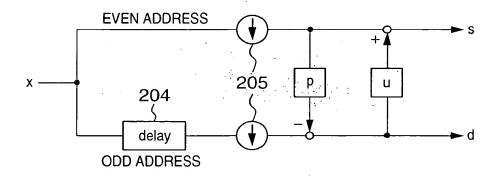


FIG. 2C

LL	HL2	HL1
LH2	HH2	nl i
Lŀ	- 11	HH1



FIG. 3A

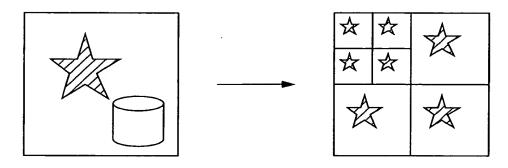


FIG. 3B

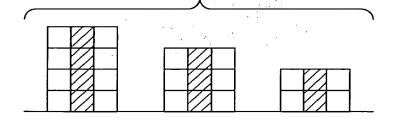
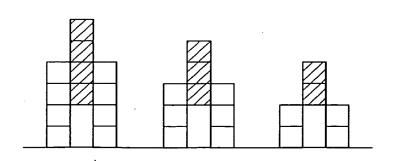


FIG. 3C



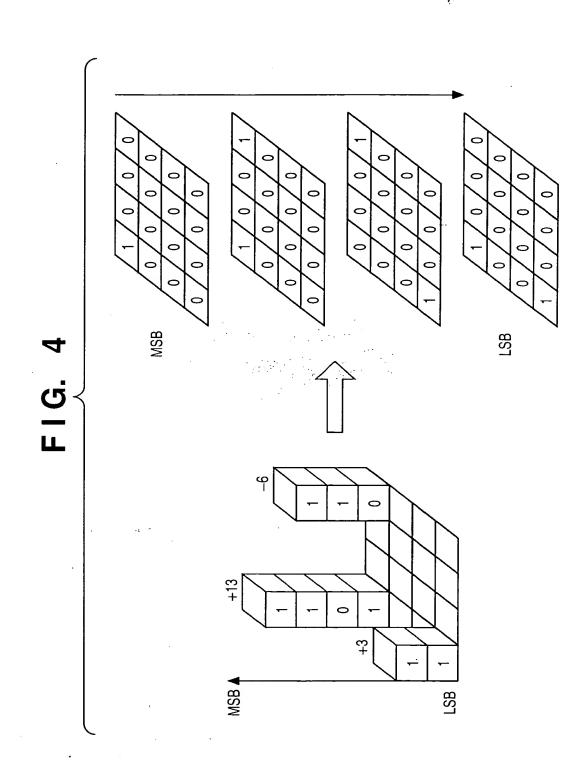


FIG. 5A

МН	TH0	BS0	TH1	BS1		THn-1 BS	n-1
----	-----	-----	-----	-----	--	----------	-----

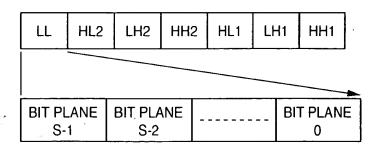
FIG. 5B

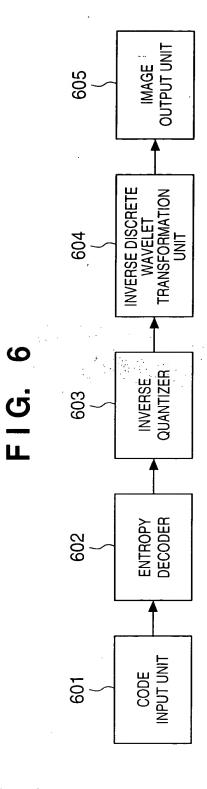
IMAGE SIZE	TILE SIZE	NUMBER OF COMPONENTS	COMPONENT INFORMATION
------------	-----------	----------------------	-----------------------

FIG. 5C

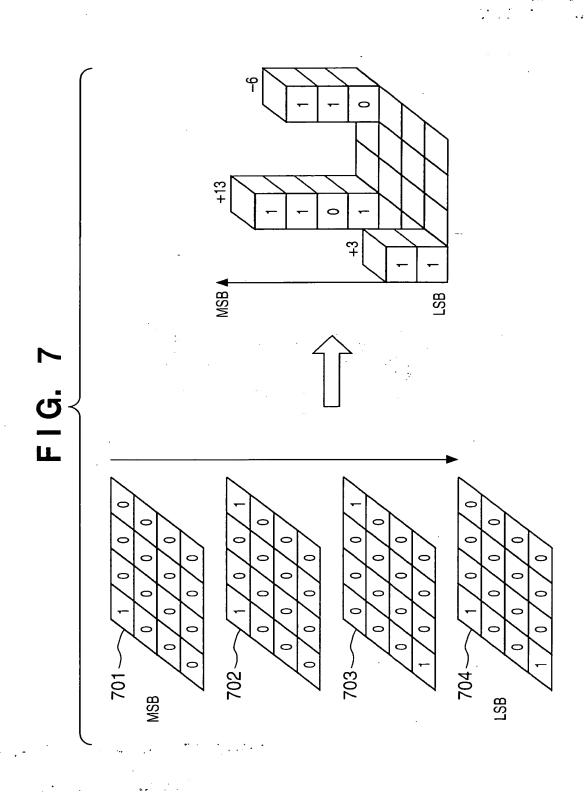
	l		
TUELENCTU	ENCODING	MASK	BIT-SHIFT
TILE LENGTH	PARAMETER	INFORMATION	INFORMATION

FIG. 5D









CDSHOULD HAUNCH

FIG. 8A

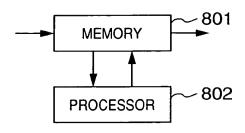


FIG. 8B

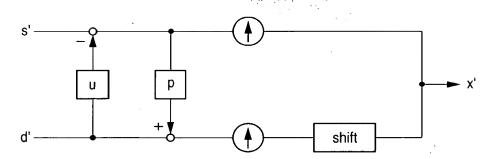


FIG. 9A

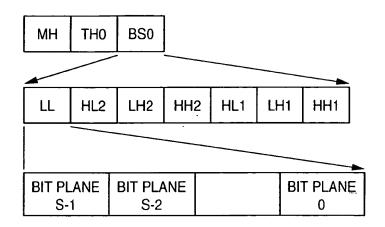


FIG. 9B

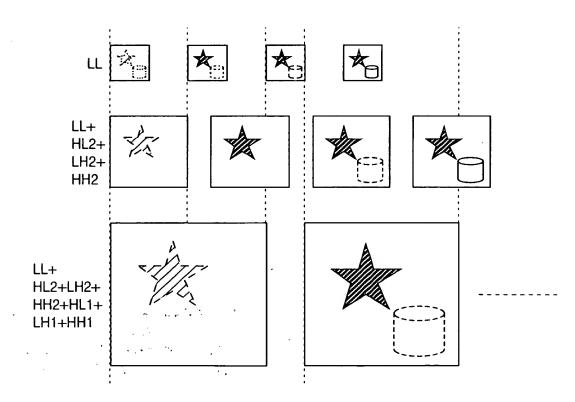


FIG. 10A	10A	HW	완	BS0	至	BS1		Ē !	THn-1	BSn-1
FIG.	10B	IMAGE SIZE		TILE SIZE	NUMBER OF COMPONENTS	R OF VENTS	COMPONENT	FS		
F1G. 10C	10C	TILE LENGTH		ENCODING	MASK INFORMATION	├	BIT-SHIFT INFORMATION	N N		
FIG.	10D	BIT PLANE S-1	오	BIT PLANE S-2		BIT HL2 LH2	PLANE HH2	0 HL1 LH1	王	II I -

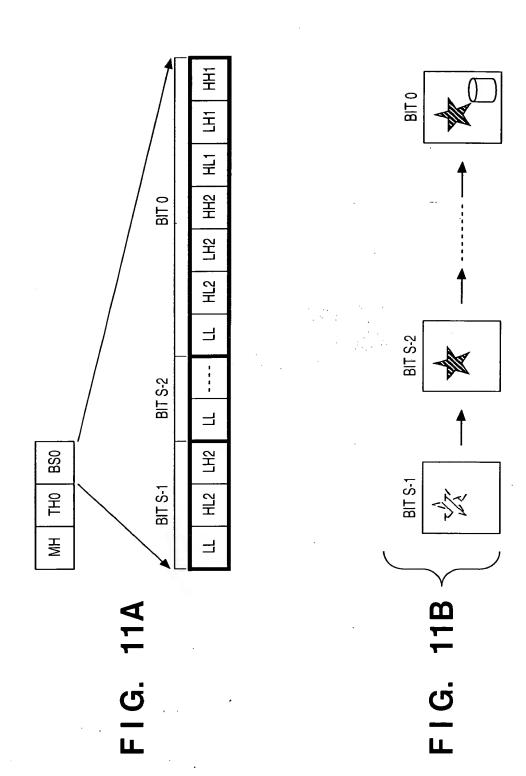
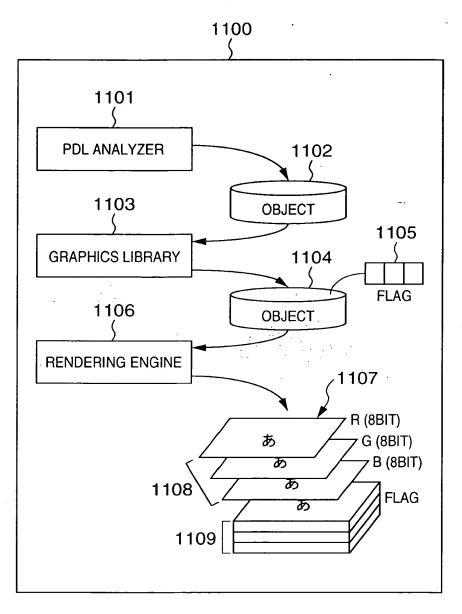


FIG. 12



F1G 13

	$\begin{cases} \text{BITMAP FLAG} = 0 \\ \text{BITMAP FLAG} = 1 \end{cases}$
BIT 2 (CHARACTER FLAG)	0 (OTHER THAN CHARACTER) 1 (CHARACTER) 0 (GRAYSCALE PRIORITY) 1 (RESOLUTION PRIORITY)
BIT 1	0 (COLOR)
(COLOR FLAG)	1 (MONOCHROME)
BIT 0	0 (BITMAP)
(BITMAP FLAG)	1 (VECTOR)

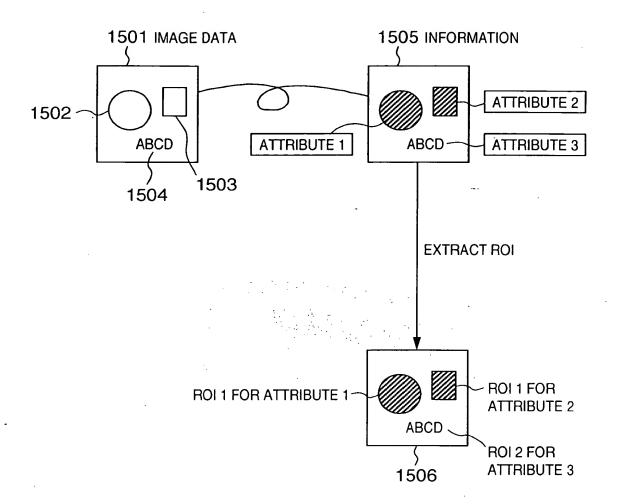
FIG. 14

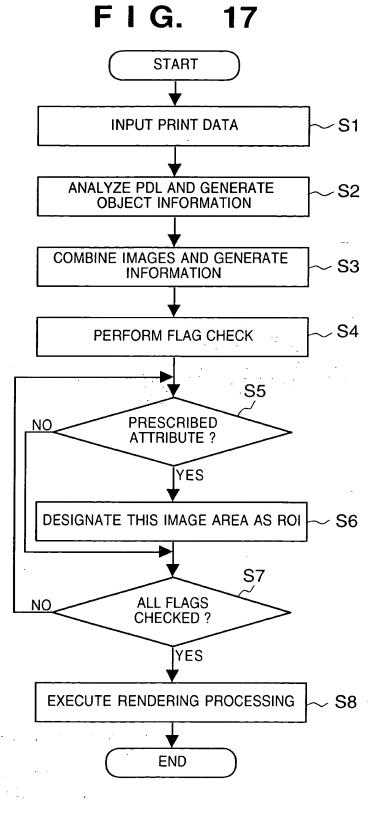
	SIαDI			
	SI OR DI SI AND DI SI XOR DI SI α DI			
	SI AND DI	AND	~	1403
· _	SI OR DI		(·	
	DI / NOT DI	DI FLAG	~	1402
	SI / NOT SI	SI FLAG	~	1401
_	COMBINED OBJECTS	FLAG COMBINING METHOD		

FIG. 15

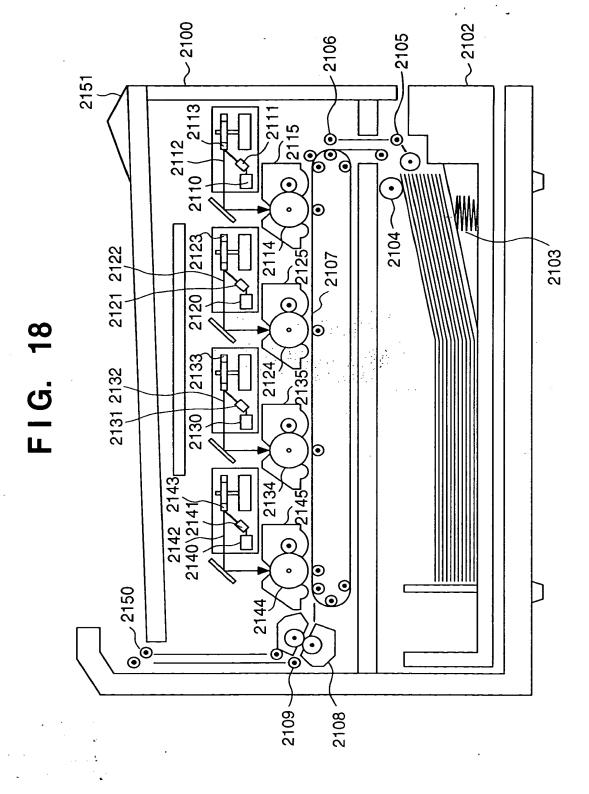
	1	
SIaDi	ENT	
SI XOR DI	ALL 0s IF SI AND DI ARE DIFFERENT SI FLAG IF SI AND DI ARE IDENTICAL	√
SI AND DI	IF SI AND DI G IF SI AND [15
SI OR DI	ALL 0s SI FLA	-
DI/NOT DI SI OR DI SI AND DI SI XOR DI SI α DI	DIFLAG	√ 1502
SI / NOT SI	SI FLAG	1501
COMBINED OBJECTS	FLAG COMBINING METHOD	

FIG. 16





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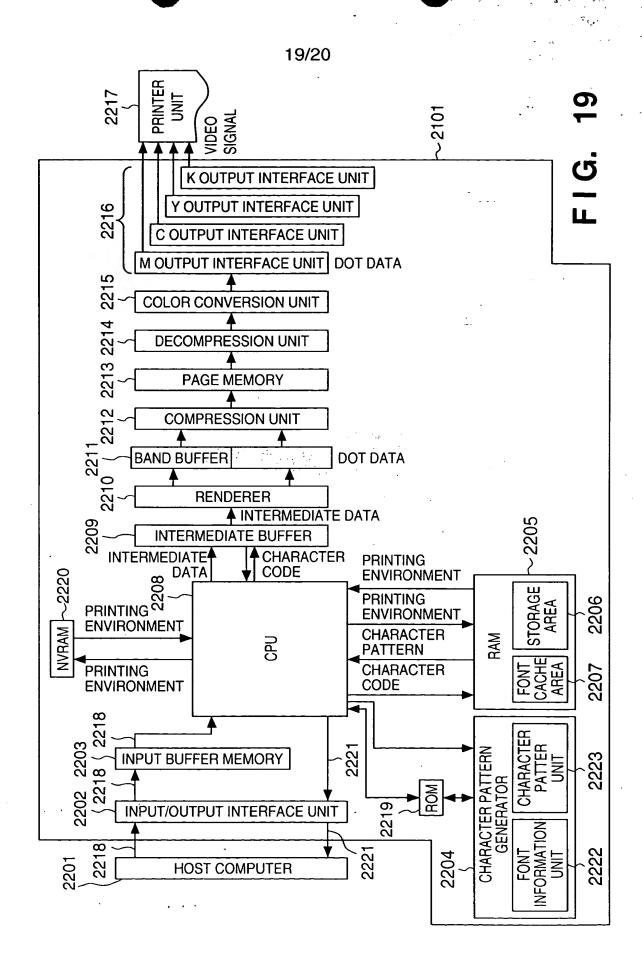


FIG. 20A

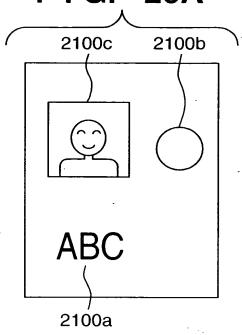


FIG. 20B

OBJECT 1

TYPE = CHAR

x, y FONTNAME SIZE CODE = a, COLOR

x, y FONTNAME SIZE CODE = b, COLOR

x, y FONTNAME SIZE CODE = c, COLOR

OBJECT 2

TYPE = GRAPHIC

x, y r CIRCLE, COLOR

OBJECT 3

TYPE = IMAGE

x, y, w, h, IMAGE POINTER

FIG. 20C

